



## T-Ball 6 League Rules/Guidelines

Certain game conditions and situations may warrant changes as needed, and as a result, these guidelines are subject to change.

### Parking

- Parents and coaches should park in the Lower Parking Lot off of Coliseum Avenue for all games and practices at Lincoln Park to offset lot crowding within the league.

### Game Prep

- The team designated as the Home team on the League Schedule is responsible for field prep. This includes raking the field, removing dangerous objects, placing the bases, and setting up the Tee. Coaches should recruit parents to help with these tasks.
- All players must vacate the field 10 minutes before game time to allow for field prep.

### Safety

- It is recommended that all players wear groin protectors to avoid injury.
- All players must bring (or purchase from the concession stand) a full water or drink bottle to practices and games to ensure proper hydration.
- Batters and base runners must wear protective helmets on the playing field, in foul territory, and on-deck. Helmets may not be removed until the player reaches the bench.
- Players are not permitted to slide head first under any circumstances.
- Only the current batter and the on-deck batter may swing a bat. No bats are to be handled by players in the bench area.
- Games may continue in light rain, however, at the first sign of lightning, even in the distance, the field must be cleared. All equipment should be dropped and left in place to be retrieved once lightning no longer poses a safety risk.

### Games

- Games consist of a 1 hour time limit, or when darkness causes a safety issue, whichever comes first.
- Players will bat off of a batting tee. A ball put in play by a batter whose bat strikes the tee only is considered a foul ball. A batted ball that doesn't reach the pitcher's mound on the T-Ball Field is considered a foul ball.
- Halfway through the season, the pitching machine will be introduced. Batters will get 3 pitches from the machine to put the ball in play. If they are unable to do so, the tee is used for the remainder of the at-bat. Players are required to wear caged helmets when the pitching machine is introduced. The league will supply these helmets at mid season.
- Teams use a continuous batting order. All players on the team will completely bat through the batting order each half inning regardless of the number of outs recorded.
- Players will advance one base per batter if they reach base safely. If a runners is put out, they will return to the bench.



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- The batting order shall increment each inning. The last batter of the inning is given a home run and all players continue to advance until the bases are cleared.
- Each half inning will consist of one complete pass through the batting order.
- Scores and standings are not kept for T-Ball games. All games end in a tie.
- No umpires are present for T-Ball games.
- There is no base stealing or leading on the T-Ball level.
- There is no bunting allowed.
- **Hitters may not take extra bases on a hit reaching the outfield.**
- **There are no additional bases awarded for overthrows.**
- No player is permitted to play the position of Catcher for safety reasons.
- Taunting and laughing at teammates or opposing players is not tolerated in this league and may result in player ejection or suspension. The same goes for throwing or defacing equipment during a game or conduct detrimental to other players.

### Practices

- Practices are not to exceed 1 hour in length.